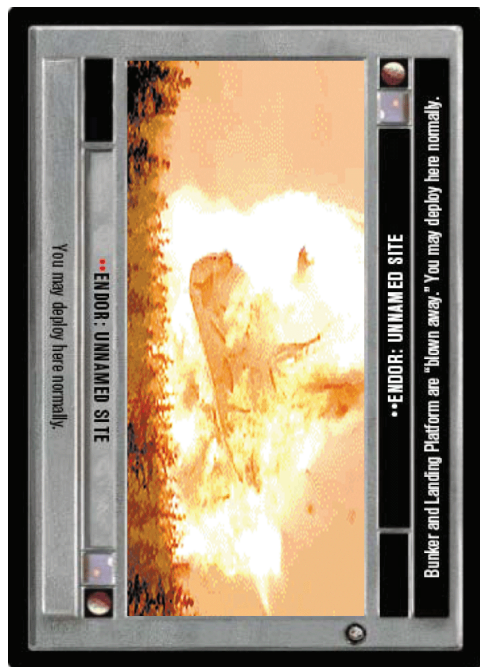


STAR WARS™

CUSTOMIZABLE CARD GAME™
PLAYERS COMMITTEE



DISCLAIMER: For best card size printing results, click on the print icon (or File, then Print) and uncheck all boxes under Copies and Adjustments, located on the right side.



Virtual Set 14: Armed and Operational

RULE CARD 1 of 1

ICON KEY

- (Immune to Alter.)
- (Immune to Control.)
- (Immune to Sense.)
- This icon indicates the card is a 'grabber'.
- This icon references a card with a maintenance cost.
- X Replaced the phrase "Adds X to power of anything he/she pilots".
- Replaced the phrase "Take into hand from Reserve Deck; reshuffle".
- Replaced the phrase "Deploy on table from Reserve Deck; reshuffle".

Game Aid - Not For Play



Premiere Base Set

RULE CARD B (Front) 1 of 2

Characteristics — Characteristics apply only to characters, not other card types.

accountant	leader
admiral	miner
Black Sun agent	musician
bounty hunter	Royal Naboo Security
commander	senator*
gambler	scout
gangster	smuggler
general	species
gunner	spy
handmaiden	tax collector
Imperial Council member	thief
Infantry battle droid	Trade Federation
information broker	trooper*
Jedi Council member	* see entry below

Senator: anyone with "member of the Imperial Senate" in lore is a senator.

Specialized Troopers:

Biker Scouts	Cloud City Trooper
Death Star Trooper	Echo Base Trooper
Rebel Trooper	Sandtrooper
Snowtrooper	Stormtrooper

Game Aid - Not For Play



Premiere Base Set

RULE CARD B (Back) 1 of 2

Special Rulings — Exceptions to the normal rules of identifying cards.

All Character versions of Dash, Han, Tarl and Wedge are Corellian. Chewie, Enraged is a Wookiee. Chief Chirpa is an Ewok. General Jar Jar is a Gungan. Jabba Desilijic Tiure is a Hutt. Keder The Black is a Coruscant guard. Kir Kanos is a royal guard. Lieutenant Grond is a scout and Corellian. Owen & Beru Lars are both male and female. R2-D2 is heroic. Rebel Commander is not a Corellian. Rep Been is a Gungan. Sergeant Major Bursk is a snowtrooper. Sergeant Major Enfield is a Death Star trooper. Sgt. Narthax is a snowtrooper.

Sergeant Torent is a Death Star trooper. Thok & Thug is a Gamorrean. Trooper Davin Felth is a sandtrooper. Trooper Jerrol Blendin is a Cloud City trooper. URoRRu'R'R is a Tusken Raider. One-Arm is a wampa. Blockade Flagship is a Droid Control Ship. 4-LOM's Concussion Rifle is a blaster rifle. Assault Rifle is a blaster rifle. Echo Base Trooper Rifle is a blaster rifle. Imperial Blaster is a DH-17 blaster.

Game Aid - Not For Play

1.0



Premiere Base Set

RULE CARD D (Front)

Matching Pairs — Three types of matching pairs can be formed: matching pilot/starship, matching pilot/vehicle, and matching weapon/character (only character weapons may be a matching weapon). A matching pair can never be formed between two cards that cannot interact in this way (e.g., if a character cannot pilot the vehicle or starship, or cannot use the weapon). There are no special rules related to the interaction of a matching pair, but it may be referenced by cards. Being part of a matching pair does not change who someone is; for example, while BoShek (V) is a matching pilot for any starship, he does not provide Han's immunity to attrition on Falcon (he's not Han). A unique permanent pilot is considered a matching pilot for that starship, and a unique permanent weapon is considered a matching weapon for that character. Matching pairs are formed in two ways, by rule, and by game text.

Game Aid - Not For Play

1.0



Premiere Base Set

RULE CARD D (Back)

Matching By Rules — A matching pair is formed if:

- Both cards are unique, and
- One refers to the other in its title or game text (by card title or persona).

[Note: the cards Jedi Lightsaber (V) and Dark Jedi Lightsaber (V) were created to serve as unique weapons for certain characters. For this reason, these two cards should be treated as unique for the purpose of determining matching weapon status. These are the only exceptions to the rule.]

Matching By Game Text — Also, a matching pair can be formed if a card specifically states it is part of such a pair (even if one or both of the cards are non-unique). Some characters (such as Bron Burs (V)) state that Blaster Rifle is a matching weapon. This is referring only to the Premiere card Blaster Rifle, and not any weapon with the blaster rifle characteristic.

Game Aid - Not For Play

1.0



Premiere Base Set

RULE CARD E (Front)

Seekers — A special type of automated weapon indicated by "Seeker" in the title—that seeks out and eliminates targets. Seekers follow the rules of deployment and movement of undercover spies (repeated below), though they are not characters and do not function in any other way like undercover spies.

"Treat as an all cards situation" means that the targeting of this weapon is handled use the "all cards" rules. Targeting a character with one of these automated weapons is an automatic action which will affect any one applicable character regardless of which side it is on. If multiple potential targets are present, the player controlling the seeker may choose which character to target. All seekers have received errata.

Deploying and Moving — Seekers may use any movement a character can normally make (moving during your opponent's move phase), except moving aboard a vehicle or starship card. They're still your card, however, so they have to follow moves legal for you (such as using your docking bay text). Seekers must deploy to a site location (not aboard a vehicle or starship).

Game Aid - Not For Play

1.0



Premiere Base Set

RULE CARD F (Front)

All Cards/All Characters — Any game text or rule that causes "all cards" (or "all characters") to be lost (or missing) will affect cards on both sides (unless specifically told otherwise), including inactive characters. Cards with such game text includes Centina Brawl, Thermal Detonator, Proton Bombs, Program Trap and Debris Zone. Rules include those for "blown away" as well as "collapsed." It should be noted that an imprisoned character and a frozen captive are treated a little differently. Any weapon or interrupt that causes "all cards" to be lost at a location only affects characters, vehicles, starships, weapons and devices. Also, the effect on any target of an "all cards" situation cannot be prevented (such as Force Field trying to stop Concussion Grenade, a heroic character at same site as a Thermal Detonator, or Droid Shutdown to protect a droid from a seeker; none of them can be used) unless it is specifically permitted (such as I Thought They Smelled Bad On The Outside protecting a character from Ice Storm). Note that this applies solely to the effect, you may still cancel weapon destinies as normal.

1.0

Game Aid - Not For Play



Cloud City Expansion Set

RULE CARD A

Dueling — Order Of Events — Lightsabers are not required for duels.

Once a duel has been initiated, follow this order:

1. Responses to the initiating actions to cancel the duel (Jedi Escape, Sense) or that are played as a response to the initiation (Sith Fury).
2. If the duel is not canceled, both players may play any cards that add duel destinies (Focused Attack) or modify duel destinies (throwing Darth Vader's Lightsaber). No other actions are permitted. The player initiating the duel performs the first action.
3. Follow duel cards directions (usually drawing destiny) to determine winner. No other actions may be performed at this time (except responses to destiny draws, e.g. Luke's Back (V), The Ebb Of Battle).
4. Duel has its result, as stated on the duel card.
5. Any automatic actions to the duel are triggered.
6. Any optional just actions to the duel (including responses to the winning/losing of a character) may be initiated.

Game Aid - Not For Play



Dagobah

Expansion Set
RULE CARD A

Asteroid Rules — Wherever 'Asteroid Rules' are in effect, your starships present there continuously risk being hit by asteroids. During each of your control phases, for each ship you have at an asteroid sector:

1. Opponent draws one asteroid destiny. If this card is itself an asteroid sector, the starship is immediately lost, no matter how high its armor or maneuver.
2. Add 1 for each additional sector at that system that has 'Asteroid Rules' in effect.
3. If total asteroid destiny > armor or maneuver, the starship is lost.

Drawing asteroid destiny against your ship is a mandatory action for your opponent. As such, your opponent chooses the target for each draw (before the draw is actually made).

Game Aid - Not For Play

1.0



Dagobah

Expansion Set
RULE CARD C (Front)

Selective Creatures — Many creatures in the Star Wars universe refuse to consume each other. Selective creatures of the same species never attack each other (being the same species is determined by card title or, in the case of One-Arm, a defined characteristic).

Creatures Attacking Each Other — This is a special kind of attack that does not follow the normal rules of attacks. If at any time at least two creatures are present together (and not the same kind of selective creature), they immediately attack each other as an automatic action. Randomly select two creatures that can attack each other. Compare the total ferocity between the two creatures. The creature with the lower ferocity is 'eaten' (lost). If there is a tie, both creatures are lost. If after the attack, there are still more than two creatures present that can attack each other, repeat the process of creatures attacking each other until there are no longer creatures present that will attack each other.

Game Aid - Not For Play

1.0



Dagobah

Expansion Set
RULE CARD C (Back)

Cave Rules — Asteroid Cave is related to a Big One sector and deploys as shown below:

Site	Planet	Aster.	Aster.	Aster.	Big One	Cave
------	--------	--------	--------	--------	---------	------

When the Space Slug is deployed it becomes Belly:

Site	Planet	Aster.	Aster.	Aster.	Big One	
					Slug	Belly

Starfighters may not land or take off if the Space Slug's mouth is 'closed'. If Space Slug lost, all cards at the Belly are lost and it returns to being a Cave.

Game Aid - Not For Play

1.0



Dagobah

Expansion Set
RULE CARD F (Front)

Jedi Testing — Attempting Jedi Tests involves having an apprentice and mentor on Dagobah and drawing training destiny (any time the mentor or the apprentice leaves the table, uncompleted Jedi Tests are lost). Each Jedi Test card describes how to begin, attempt and complete the test. The following rules apply to Jedi Tests:

- For every Dagobah site on table (except generic sites), you may add 1 to each training destiny draw.
- Each time an apprentice completes a Jedi Test numbered higher than that character's ability, the ability number increases to match the Jedi Test number.
- A mentor may train only one apprentice at a time.
- An apprentice may change mentors between Jedi Tests.
- An apprentice may not attempt a test that is already on them.
- An apprentice may be targeted by only one uncompleted Jedi Test at a time (targeting is part of the deployment of a Jedi Test, so you cannot deploy a Jedi Test that cannot target an apprentice). Once a character becomes an apprentice, that character's persona is an apprentice until becoming a Jedi.
- A character cannot be an apprentice and a mentor at the same time.

Game Aid - Not For Play

1.0



Dagobah

Expansion Set
RULE CARD F (Back)

Jedi Testing (Cont'd) — If a character is replaced by a different version of the same persona, all benefits he or she earned from Jedi training apply to the new version. This is also true if that character converts or crosses over to the other side of the Force.

If an apprentice (or mentor) becomes inactive (e.g., becomes captured or missing) any completed or uncompleted Jedi Tests targeting that apprentice (or mentor) will "remember" such that -when the character is no longer inactive- the apprentice (or mentor) may resume Jedi Training from where he or she left off.

Only apprentices may attempt Jedi Tests. If an uncompleted Jedi Test is targeting a character (as the apprentice) that then loses "apprentice status" (e.g. replaced with a Jedi version of that persona), then that Jedi Test is lost.

Apprentice — A non-droid, non-Jedi character of lesser ability than its mentor.

Mentor — A character of ability > 2 who is targeted to train an apprentice.

Game Aid - Not For Play

1.0



Virtual Set 12: Martyrs & Magistrates

RULE CARD 3 of 3

Heroic — This new characteristic applies to any character, starship, or vehicle referred to as "heroic" in its game text or lore.

Whenever a heroic card is targeted by a weapon, add 1 to the total weapon destiny. Also, in a battle where there's a heroic card, non-heroic cards cannot be targeted by weapons unless all heroic cards are 'hit', not participating in battle, or cannot be targeted by that weapon.

For example, if light has a heroic character (R2-D2) in a battle, then any dark side weapons that can target him can only be fired to target him, but if they don't (such as targeting only a vehicle, or a non-droid character, or a Jedi, etc.) they wouldn't have to, if he was excluded from battle they wouldn't have to, if he left the table they wouldn't have to, if he was inside an enclosed vehicle (where he can't be targeted) they wouldn't have to, or if he was finally hit they wouldn't have to. Light would be able to target whomever they wanted because you can't target your own cards with weapons.

Game Aid - Not For Play

1.0



Virtual Set 12: Martyrs & Magistrates

RULE CARD 2 of 3

Imperial Council Member — "Imperial Council Member" is a new characteristic of character cards, and follows all normal characteristic rules.

Influence — Many new characters have a numerical value entitled Influence, indicating their relative power in the Imperial Council. A character whose influence = 0 (even if temporarily reduced) is a character without influence. A character without influence can have his influence added to by other game actions.

Game Aid - Not For Play



Hoth

Expansion Set
RULE CARD C (Back)

Burying Mines — If your mining droid is present at an exterior planet site, it may 'bury' (place face down) mines there to simulate creation of a minefield. You may bury any number of cards from your hand face down underneath that site during your deploy phase. You may choose to bury 'real' mines, 'droids' (non-mine cards buried to try and trick your opponent) or a mixture of the two. When any character, vehicle or starship deploys or moves to or across that site, all buried cards there are 'tripped' (revealed). Any cards are simply lost. Any mines 'explode', targeting the card that tripped them if applicable (see Timer Mine). If buried mines are tripped during your turn and you have a mining droid present, you may choose to 'defuse' any or all of them (at normal use of the Force) before they explode.

1.0

Game Aid - Not For Play



Hoth
Expansion Set
RULE CARD C (Front)

Mining Droid Rules — You may use your mining droids to deploy mines in two different ways, depending on how you want to most effectively blow your opponent up.

Laying Mines — When your mining droid is present at any site, it may 'lay' (deploy face up) mines there (based upon the mine's game text).

Game Aid - Not For Play

1.0



Special Edition
Base Set
RULE CARD A (Back)

Mind What You Have Learned—Deployment Restrictions — The Side 0 text on this card permits you to ignore Dagobah deployment rules and location deployment restrictions listed in the game text of any version of the Luke or Yoda persona when deploying them to Dagobah using the objective. It also permits you to deploy At Peace during your deploy phase (overriding its printed requirement to deploy at the beginning of your turn. The Side 7 text does not permit Luke to deploy without presence or Force icons; this is a specific exception to the location deployment restrictions rule.

Game Aid - Not For Play

1.0



Special Edition
Base Set
RULE CARD A (Front)

Mind What You Have Learned — This objective has numerous effects on Jedi Testing. These changes supersede the normal Jedi Testing rules. Even though the apprentice's Jedi Tests are deployed onto the table, the tests should be treated as if they were still deployed on him or her. Thus, if the apprentice leaves table, they would be lost, if he/she becomes inactive, so will they, etc. You still obviously follow the text on the Side 7 of the objective that states that while it's up the tests are suspended rather than lost. Completed Jedi Tests cannot be taken into hand from the table.

Retrieval — An action whose result may be retrieval using cards on Dagobah can still be initiated, but no retrieval actually occurs. For example, the Light Side may still initiate a battle on Dagobah against the Dark Side player even though Draw Their Fire is in play, but the Light player will not retrieve a Force. Similarly, Failure At The Cave will work normally, except that if the destiny draw is < 4, the Dark Side does not retrieve 2 Force.

Game Aid - Not For Play

1.0



Hoth
Expansion Set
RULE CARD E (Back)

Unpiloted Starships (cont'd) — There are some specific exceptions to these rules:

- An unpiloted starship at the same system as a capital starship may embark on board that starship if possible, or may have cards move between it and a docked starship.
- An unpiloted vehicle at a site may be shuttled to a starship at the related system. Likewise an unpiloted vehicle in the "cargo hold" of a starship may be shuttled to a related site, may be transferred between docked starships, and may use docking bay transit.

Crashed — Some cards can cause a vehicle to crash. A crashed vehicle is considered unpiloted; thus any permanent pilots (or drivers) aboard the vehicle provide no ability. If the 'crashed' vehicle is enclosed:

- embarking or disembarking from the vehicle requires 1 Force per character
- any character aboard may not use game text related to battle or apply ability towards drawing battle destiny (although they still provide presence normally).

Game Aid - Not For Play

1.0



Hoth
Expansion Set
RULE CARD E (Front)

Unpiloted Starships —

An unpiloted starship or vehicle:

- has no landspeed, hyperspeed, power or maneuver (if it has armor, armor = 2).
- may not move
- may not utilize weapons or devices
- may not utilize any card that would logically require the vehicle or starship to be powered or operational (e.g., Dark Maneuvers, All Power To Weapons, Attack Pattern Delta, Trample).

Also, the starship or vehicle's game text is considered suspended, except game text related to:

- deployment (either its own or to deploy cards on board it);
- capacity (e.g., "May add 2 pilots or passengers");
- identity of permanent astromech;
- ship-docking capability;
- maintenance costs.

Lift Tubes and creature vehicles are never unpiloted.

Game Aid - Not For Play

1.0



Hoth
Expansion Set
RULE CARD B

Missing — Certain cards may cause a character to become missing. Missing characters are inactive.

During your control phase, you may attempt to find missing characters by forming and using a search party as follows:

1. Designate one or more of your characters at the same site as the missing character(s) to be members of the search party.
2. Draw destiny.
3. Add 1 to the destiny draw for each member of the search party (2 if search party member is a scout).
4. If total destiny > 5, one of your missing characters there (random selection) is found and joins the search party.

You may only search where you have one or more characters missing (you may not search for your opponent's characters). Members of a search party (including any characters they find) may not move, search again or participate in a battle you initiate for the remainder of that turn.

Game Aid - Not For Play

1.0



Hoth
Expansion Set
RULE CARD A (Back)

Hoth Energy Shield Rules (cont'd) — Shielded sites are never battlegrounds.

At shielded sites, the Dark Side may not:

- deploy vehicles, starships or characters (not even spies) unless specifically allowed to deploy to shielded sites;
- take off, land, shuttle, docking bay transit, perform a Bombing Run, or use abilities that relocate cards; or
- add power to battles as a result of starships controlling the system (e.g., from the Hoth system location).

The energy shield does not protect the Light Side from a ground assault "underneath the shield."

At shielded sites, the Dark Side may

- move vehicles and characters from site to site;
- deploy and use creatures, weapons, Effects, and other cards normally; and
- perform any actions not otherwise prohibited by these rules.

The energy shield does not restrict the Light Side in any way.

Game Aid - Not For Play

1.0



Hoth
Expansion Set
RULE CARD A (Front)

Hoth: Main Power Generators — Whenever you deploy this location (even at the start of the game), you must check to see if the 4th, 5th or 6th marker site is also on the table. If not, you must immediately deploy the 4th marker from your Reserve Deck (if you can't, return this site to wherever you tried to deploy it from); if this happens when it's your starting location, set it aside and choose a different one.

Hoth Energy Shield Rules — When the Main Power Generators site is face up on table, the energy shield covers all Echo sites and the first three marker sites. If the 5th is on table, it covers the 4th also, and if the 6th is on table it also covers the 5th. These covered sites are considered "shielded."

Game Aid - Not For Play

1.0



A New Hope

Expansion Set

RULE CARD C (Front) 1 of 2

Creature Attacks — Creatures do not battle, they attack. Attacks are like battles in some ways:

- You attack only during your battle phase
- You follow the steps of a battle (weapon segment, power segment, damage segment)
- Participating cards may fire weapons at the participating creature as if the attack were a battle
- Hit cards are lost during the damage segment

There are some important differences:

- It is not a battle, so any action or condition related to battles does not apply
- However, no action that is forbidden during a battle may occur during an attack (e.g., no *Elis Helrot*)
- Attacks do not create battle damage or attrition, and there is no forfeiting
- Attacks are free
- You may attack your own cards (in fact, you might be required to)

Game Aid - Not For Play

1.0



A New Hope

Expansion Set

RULE CARD C (Back) 1 of 2

Attacks—Timing — The target of an attack is always randomly chosen from potential targets (choose one side of the Force if both have targets); all other cards are excluded. Attacks contain the same steps as for a battle.

Weapon Segment: You may perform actions, provided they do not state they occur during a battle (or that they're forbidden during battle). Participating cards can fire weapons at creatures; no one else may (not even with a long-range weapon) unless specifically told otherwise.

Power Segment: Compare the attackers total against the defenders total (including all applicable modifiers). If the attacker's total is greater, the attacker wins and the defender is defeated.

Damage Segment: If the defender is defeated, the appropriate action takes place (eaten, lost, relocated, etc.). Hit creatures are then lost. After that, the attack then ends. There's no battle damage, attrition, or forfeiting.

The details of how attacks work will vary depending on who does the attacking.

Game Aid - Not For Play

1.0



A New Hope

Expansion Set

RULE CARD C (Front) 2 of 2

Ferocious Creatures Attacking —

Attackers: Your ferocious creature.

Potential Targets: Creature Vehicles, Non-Droid characters who aren't on starships or vehicles (even open ones, i.e. *Skiffs*). Ferocious creatures will attack inactive cards, such as captives or missing characters (inactive cards are active during the attack, then return to their inactive state afterwards, if still on the table).

Attacker Total: Creatures Ferocity + all modifiers

Defender Total: Defenders Power + a destiny draw (if they have four or more ability) + all modifiers.

Defeated targets are 'eaten' (lost).

Packhunters Attacking —

Attackers: Your pack

Potential Targets: see above.

See above. Each member of the pack participates in the attack. Lead creature is ferocity +X, and each other creature is ferocity=0 and defense value +X, where X is the number of creatures in pack.

Attacker Total: Lead Creatures Ferocity + all modifiers

Defender Total: see above

Defeated targets are 'eaten' (lost).

Game Aid - Not For Play

1.0



A New Hope

Expansion Set

RULE CARD C (Back) 2 of 2

Parasites Attacking —

Attackers: Your parasite creature

Potential Targets: Stated on the creature card (Parasite:X) If the attack reaches the power segment, the parasite automatically wins. At the beginning of the damage segment, it attaches to the target ("host") with whatever result is listed in its game text. If the creature was hit, it will be lost after it has attached.

Creatures Being Attacked —

Attackers: All your characters, vehicles and starships there

Potential Targets: Any creature

Your cards with long-range weapons may fire into this type of attack (this is a specific exception to the rules).

Attackers Total: Total of all your power participating + all modifiers + a destiny draw (if you have 4 or more ability)

Defenders Total: Creature's Ferocity + Defense Value + all modifiers

Defeated creatures are lost.

Game Aid - Not For Play

1.0



A New Hope

Expansion Set

RULE CARD B (Front)

Dejarik Rules — Dejariks and holograms may battle each other at a holosite (Dejarik Hologame-board or Imperial Holotable). A holosite is placed by itself on table and is never adjacent or related to any other site. Holsites allow dejariks and holograms to deploy and battle there as if they were characters. Dejariks and holograms at a holosite are not considered to be characters, Interrupts and Effects, they are simply dejariks and holograms (e.g., *Alter* may not cancel *Molator* at the holosite). However, any card which specifically names a dejarik or hologram card may still affect that card (e.g., *Grimtaash* specifically cancels *Molator*). Vehicles, characters, starships, *Utinni* Effects etc. cannot be deployed or moved to a holosite. Only dejarik and hologram cards can exist at a holosite. Holsites are never battlegrounds.

Game Aid - Not For Play

1.0



A New Hope

Expansion Set

RULE CARD E

Blown Away—Timing

Follow the events on the card in question until it reaches the point where the card says that the location is blown away. At this point, do the following in order:

1. Any card deployed on that location that specifically states it is relocated when the location is blown away is now relocated
2. If at a site, all cards at that site are lost (except cards which are causing the blowing away event).
3. Any Force loss caused by any cards or rules is now checked and applied.
4. If the location is a system, all related sites, Cloud sectors, and Death Star II sectors (and all cards at them) are lost, as well as any cards at the system besides starships and mobile systems.
5. Flip the location over.
6. Continue with the blowing away card (if still on table).
7. Any automatic actions to the blowing away of that location are now triggered.
8. Any just actions to the blowing away of that location are now initiated.

Game Aid - Not For Play

1.0

A New Hope

Expansion Set

RULE CARD D (Front)



Undercover Spy Rules — Certain cards can make your character into an "undercover spy", such as the Effect card *Undercover* or the Immediate Effect A Gift. When your spy goes undercover, place it on your opponent's side of the site (even if spy was on an enclosed vehicle). Your undercover spy is considered inactive. However, the following exceptions apply:

- You may still use their game text.
- You may still deploy Effects, weapons, and devices on them (they are not inactive).
- They may still be targeted by Interrupts, cards that target spies (or ISB Agents), and anything that would cause them to be duelled, hit, or lost.

Note: these exceptions apply only towards their state as an undercover spy, not anything else that may cause them to be inactive (such as going missing or excluded from battle), and doesn't override other cards or rules, like canceling game text.

Wherever you have an undercover spy:

- Your opponent cannot Force drain.
- You may deploy without presence or Force icons.

Game Aid - Not For Play

1.0

A New Hope

Expansion Set

RULE CARD D (Back)



Undercover Spy Movement — Undercover spies may still move (moving during opponent's move phase). They may use any movement a character can normally make (they are still your character, thus they use the docking bay text on your side of a location and cannot "tag along" when opponent plays *Elis Helrot*, which relocates only "your" cards), except moving aboard a vehicle or starship card.

Breaking Cover — Certain cards will cause an undercover spy to "break cover" (cease being undercover) or you can voluntarily break cover during your deploy phase. If your undercover spy ceases to be a spy they will also immediately break cover. If your spy's cover is broken, it loses all undercover-related cards and returns to your side of the table.

Deploying Undercover — If a card can (or must) deploy undercover, they must deploy to a site location (on the opponent's side). They are still undercover if their game text is canceled. Deploying as an undercover spy still counts as deploying a character, a card with ability, etc.




























Game Aid - Not For Play

1.0





Icon Guide

Updated 4/08/09

EXPANSION SET

-  A New Hope
-  Hoth
-  Dagobah
-  Cloud City
-  Jabba's Palace
-  Special Edition
-  Endor
-  Death Star II
-  Reflections II
-  Tatooine
-  Coruscant
-  Reflections III
-  Theed Palace
-  Premium
-  Virtual Set 1: Legacy
-  Virtual Set 2: Our Most Desperate Hour
-  Virtual Set 3: Revolution
-  Virtual Set 4: Battle Of Hoth
-  Virtual Set 5: A Dark Time
-  Virtual Set 6: City In The Clouds
-  Virtual Set 7: Shadows Of The Empire
-  Virtual Set 8: Jabba's Court
-  Virtual Set 9: Sanctuary Moon
-  Virtual Set 10: Fourth Anthology
-  Virtual Set 11: Gathering Storm
-  Virtual Set: Defensive Shields
-  Virtual Set 12: Martyrs & Magistrates

EXPANSION SET CONT.

-  Virtual Set 13: Remote Outpost
-  Virtual Set 14: Armed & Operational
-  Virtual Set 15: Galactic Frontier
-  Virtual Set 16: Revenge Of The Sith

CARD TYPES

-  Admiral's Order
-  Character - Alien
-  Character - Sith
-  Character - Droid
-  Character - Imperial
-  Character - Dark Jedi Master
-  Character - Jedi Master
-  Character - Rebel
-  Character - Republic
-  Creature
-  Defensive Shield
-  Device
-  Effect
-  Epic Event
-  Interrupt
-  Jedi Test
-  Objective
-  Podracer
-  Starship
-  Vehicle
-  Weapon

SKILLS

-  Maintenance
-  Nav Computer
-  Permanent Weapon
-  Pilot (Dark)
-  Pilot (Light)
-  Presence
-  Warrior

LOCATION FEATURES

-  Creature Site
-  Exterior Site
-  Force (Dark)
-  Force (Light)
-  Interior Site
-  Mobile Site
-  Planet
-  Space
-  Starship Site
-  Vehicle Site
-  Underground Site
-  Underwater Site

OTHER FEATURES

-  Grabber
-  Episode I
-  Independent Starship
-  Republic
-  Scomp Link
-  Selective Creature
-  Trade Federation